



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♦ Maximal   
 Support: Dbl.  thru 2lvl Redbl   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  Range Stayman over 11-16  
 Balancing: 11-14 to 11-16  
 Jump to 2NT: Minors  2Lowest   
 Conv.  bal 2NT = 19-21

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### GENERAL APPROACH

**Strong Club**  
**Two Over One:** Game Forcing  Game Forcing Except When Suit Rebid   
**VERY LIGHT:** Openings  3rd Hand  Overcalls  Preempts   
**FORCING OPENING:** 1♣  2♣  Natural 2 Bids  Other

### SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)  
 often 4 cards  very light style

#### Responses

New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak

### DEFENSE VS NOTRUMP

vs: weak \_\_\_\_\_ strong \_\_\_\_\_  
 2♣ majors \_\_\_\_\_  
 2♦ one major \_\_\_\_\_  
 2♥ ♥ + minor \_\_\_\_\_  
 2♠ ♠ + minor \_\_\_\_\_  
 Dbl: PEN \_\_\_\_\_ 4M 5+m \_\_\_\_\_  
 Other \_\_\_\_\_

### NOTRUMP OPENING BIDS

**1NT**  
13+-16 to \_\_\_\_\_ 3♣ ---> ♦  
11-15 to 15-17 3♦ 5♣+5♦+GF+  
 5-card Major common  3♥ 4144  
 System on over X, 2♣ 3♠ 1444  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl (Fast denies)  
 2♠ Size Ask Neg. Double  \_\_\_\_\_  
 2NT Puppet Stayman Other: Xfer over Xfer

2NT 18+- 20to 19+ 21

Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ relay 3N  
 Flip 1st step reject

3NT \_\_\_\_\_ to \_\_\_\_\_  
 1st/2nd minors \_\_\_\_\_

**Conventional NT Openings**  
 DONT Run Outs

### JUMP OVERCALL

Strong  Intermediate  Weak

### OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level  2 level   
 Jump Shift: Forcing  Inv.  Weak   
 Redouble implies no fit

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

### 2NT Over Limit+ Limit Weak

Majors     
 Minors     
 Other \_\_\_\_\_

### MAJOR OPENING

Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

#### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: 1♥ - 3♠ = any singleton 12-14  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury  Reverse  2-Way  Fit   
 Other: jump cue weak for Major  
 -1 weak raise in P Major in comp

### MINOR OPENING

Expected Min. Length 4 3 <sup>NF</sup> 0-2 Conv.  
 1♣      
 1♦

#### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣ \_\_\_\_\_ to \_\_\_\_\_  
 2NT Forcing  Inv.  \_\_\_\_\_ 12 to 13  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Other Rev Flan

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 (1♣) 2♣ = natural over 1C 2+

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: Leaping Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Kickback DIPS RIPS

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x x</b> x x x <b>x</b>	<b>x x</b> (x)x x
x x <b>x</b> x x x <b>x</b> x	(x)x x x x x <b>x</b> x
A(K)x <b>T</b> (9)x	(A)K J x A Q J x
K(Q)x K <b>J</b> (T)x	A J(T)9 A T(9)x
Q(J)x K <b>T</b> (9)x	K(Q)J x (K)Q T 9
J(T)9 Q <b>T</b> (9)x	Q(J)T x Q T(9)x
K(Q)T 9	J(T)9 x T(9)x x

#### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 2nd/4th --> declarer Attitude vs NT

#### Primary signal to partner's leads

Attitude  Count  Suit preference

### DEFENSIVE CARDING

vs SUITS vs NT  
 Standard:    
 Except   
 Standard at trick one  
 on lead that shows AK

Upside-Down:  
 count    
 attitude

#### FIRST DISCARD

Lavinthal    
 Odd/Even

#### OTHER CARDING

Smith Echo Rev    
 Trump Suit Pref.    
 Foster Echo

### DESCRIBE

### RESPONSES/REBIDS

2♣ <u>10 to 15</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	6+♣	2♦ = asking 3♥ = 6♠ 4♥
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		3♣ = 6+♥ 3♦ = 6+♠ 3♠ = 6+♦
2♦ <u>10 to 15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3 suited short ♦	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5 to 9</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	5+	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5 to 9</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	5+	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

#### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp.  Not in Comp.  Xfer over 1M/2M X 1♦ X 1♦ 2♣/3♣

4th Suit Forcing: 1 Rd.  Game  Meckwell Advances

Hi/Low cue bids

Non Serious 3♠/3NT

2NT in comp often 4 card limit + raise for majors

## SPECIAL CARDING PLEASE ASK